

What is claimed is:

1. A method for playing a space game including the steps of:
accepting bets on a registration of a game event performed by game
elements which are capable of moving in space;

5 registering a game event occurrence using a facility by a spatial
position of the game elements relative to at least one game event
assessment means located in the same space, and

allotting a payoff,

wherein the game elements and the game event assessment means
10 are disposed in cosmic space outside the Earth, said registering of a
game event occurrence by a facility being effected on the Earth.

A3 *sub* 2. The method according to claim 1 wherein said game elements
are space vehicles having various technical characteristics.

3. The method according to claim 2 wherein said registering of a
15 game event occurrence is effected by a space vehicle which is the fastest
to reach a position of the game event assessment means.

A4 *sub* 4. The method according to claim 3 wherein said game event
assessment means is a technogenic object relating to space waste, said
technogenic object being captured on reaching its position.

20 5. The method according to claim 2 wherein said registering of a
game event occurrence is effected by a space vehicle which has gone the
longest distance to the game event assessment device.

6. The method according to claim 2 wherein said registering of a
game event occurrence is effected by a space vehicle which has gone at
25 the shortest distance from the game event assessment means.

7. The method according to claim 2 wherein said game event
assessment means is one of the solar system planets.

8. The method according to claim 2 wherein said game event
assessment means is a space vehicle launched prior to said accepting of
30 bets on a registration of a game event.

9. The method according to claim 1 wherein said game event
assessment means is an external surface of a space vehicle, said surface

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being divided into game fields, the game elements being movable objects which are randomly moving in cosmic space, and said registering of a game event occurrence being effected when a movable object hits a game field.

5 10. The method according to claim 9 wherein said movable objects are meteorite particles.

As sub 11. The method according to claim 9 wherein said movable objects are particles of technogenic origin, such as space waste.

10 12. A device for playing a space game, comprising:
game elements capable of moving in space;
game event assessment means for assessing a spatial position of the game elements relative to said game event assessment means, disposed in the same space, and

15 a game event occurrence registration facility,
wherein the game elements and the game event assessment means are located in cosmic space, the game elements being space vehicles, the game event assessment means being an object of natural origin, and the game event occurrence registration facility being adapted to detect a game event occurrence in cosmic space outside the Earth and display the
20 game event occurrence on the Earth.

13. A device for playing a space game, comprising:
game elements capable of moving in space,
game event assessment means for assessing a spatial position of the game elements relative to said game event assessment means,
25 disposed in the same space, and

a game event occurrence registration facility,
wherein the game elements and the game event assessment means are located in cosmic space, the game elements being space vehicles, the game event assessment means being a technogenic object, and the game
30 event occurrence registration facility being adapted to detect a game event occurrence in cosmic space outside the Earth and display the game event occurrence on the Earth.

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14. The device according to claim 13 wherein said technogenic object is a space vehicle.

15. The device according to claim 13 wherein said technogenic object is space waste, the game element being provided with means for capturing the space waste.

16. A device for playing a space game, comprising:
game elements capable of randomly moving in space,
game event assessment means for assessing a spatial position of the game elements on a surface of the game event assessment means, said surface being divided into game fields, and

a game event occurrence registration facility for registering a game event occurrence, such as hitting a game field by a game element,

wherein the game elements and the game event assessment means are located in cosmic space, the game elements being movable objects randomly moving in cosmic space, the game event assessment means being an external surface of a space vehicle, the game event occurrence registration facility being mounted on an external surface of the space vehicle and adapted to detect a game event occurrence in cosmic space outside the Earth and transmit game event occurrence data to the Earth.